



GRAFIX
ASSIST BY
PAUL
MORTLOCK

COMMODORE
64 128

ARMOURDILLO –
half machine and
half animal this
incredible armour
plated living tank is
your planet's last
hope of survival!!
Can you master
ARMOURDILLO
and save your world?



ARMOURDILLO

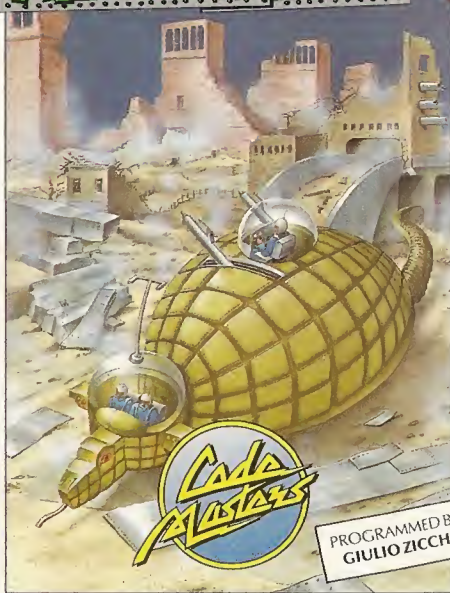


1030

ACTUAL C64
SCREEN SHOTS

ARMOURDILLO

COMMODORE
64 128



PROGRAMMED BY
GIULIO ZICCHI

PROFESSIONAL
MUSIC AND
SOUND FX.

MOBANTI –
your home planet, ten fold the size of
Earth. Its people had lived in total
isolation and tranquility for millenia,
they had no words in their language
for **war** or **destruction** until an alien
race from a distant galaxy called the
Milky Way invaded them. This was
an utterly ruthless race bent on death
and destruction for their own gain.
The peaceful people of Mobanti had
no way to defend themselves, they
had no weapons and no
understanding of warfare. It was
clear Mobantians would be extinct
within a few short years unless action
was taken.

You sent out scouts, wise in the ways

JOYSTICK
ONLY

LOADING
type LOAD press RETURN



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of disguise and dexterity to penetrate their strongholds to find out the secrets of warfare.

Few scouts returned, but one, Tarly, told you of many things: 'Their world had been at war throughout their entire evolution and as their machine technology advanced they developed weapons too powerful even for their aggressive leaders to handle – eventually, in one final confrontation they destroyed their own home planet!'

'These barbarians are the last survivors from that planet that they call 'EARTH'.'

The crust of Mobanti has very little metal. This is why your race has never developed machines. Your scientists have instead concentrated on biological technology to create living structures in your society.

Your scientists have combined your old technology with this new machine technology to create ARMOURDILLO – your first, and hopefully last living fighting machine!!

The Game Play

Control ARMOURDILLO using a joystick in port 2.

Push the joystick up and down to adjust the guns and left and right to move ARMOURDILLO. Press FIRE to shoot.

Go to the far left of each city and deactivate the forcefield by firing into it. An egg-like shuttle will then fly through the forcefield. This shuttle contains survivors who must be taken to safety via an emergency tunnel at the right of the city.

Many 'eggs' and several cities have to be saved if you are to avoid the wrath of this human race.

When all the survivors have been rescued from each city a red light will flash signalling you to drive ARMOURDILLO down the emergency tunnel.

KEYS

F1 switches between music and sound effects.
F7 to Pause.



Made in England

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